Pigsland

1 1 2 2 3 3

trap wall bear bird Alien wolfvan
W Y Y Y R R

Called shots no effect.

Only top pig vulnerable. or active

~~If head destroyed, no results on body. If body destroyed, no results on legs.~~

Head or body is a hit.

Panda Bear

~~PB~~ - Belly

1 1 2 2 2 2
2 3 4 4 5 5
2 2 3 3 3 3

Whenever you successfully block an attack, the roll on attacker of the same strength right back at 'em!

Minotaur

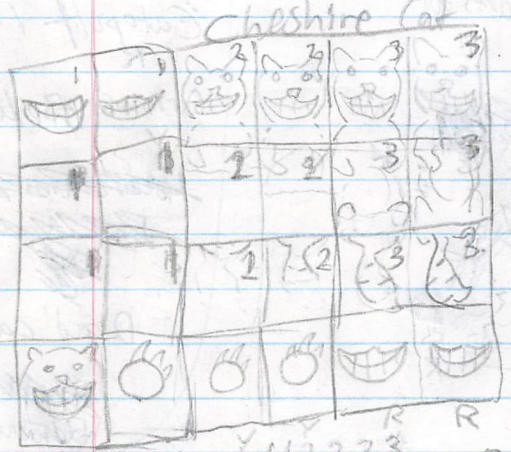
2 2 2 3 4 4
2 2 3 3 3 3
1 1 2 2 2 2

Seeing Red:

Enemy players display red on their current dice take 1 extra damage from the minotaur and cannot block his attacks. Players with a red weapon may re-arm for free when attacked. If that weapon comes up other than red, the attack misses and the minotaur gets a penalty attacking next turn. The defender must keep the new result.

Horns x3 R Axe x2 Y Hoof W

Cheshire Cat



1 1 2 2 3 3
R 1 2 2 3 3
1 1 2 2 3 3

Archaeologist

~~Adventurer~~ (Collab w Jared)

1 1 2 2 2 3
1 2 2 3 4 4
1 1 2 2 3 3

When using Disarming, Disarm w/out roll

Disarmed enemy cannot attack next turn ~~of fighter~~

~~Male~~ Female fighters cannot block his attacks.

One shot - Instakill 1 per game no previous contact must be adjacent

Whip x3 Y Pistol x1 R Fist x2 W

Dissapeer

Must be destroyed Bottoms-up. Called Shots are useless. Can use first aid to recover lost body or legs if other parts are at full HP.

Djinn!

1 1 1 2 2 2
2 2 2 3 3 3
1 2 2 3 3 3

Emp

1 1 1 2 2 2
2 2 2 3 3 3
1 1 1 2 2 2

Y

x3 Lightning
x3 Lightsaber
R

It's Treason, Then: Called shots to the body by Emp = Instakill. (when using lightsword) he may continue attempting called shots on adjacent fighters (not players) until he fails.

Father, PLEEZ!: (when using Lightning) can choose an enemy fighter, deal him 1 damage (roll for location) and he's incapacitated as long as Emp

continues

Bounty Hunter

~~1 1 2 3 3 3~~
2 3 3 3 3 4
1 1 2 2 3 3

Bounty: may mark a target as the Assassin, but with the Hacker's restrictions instead.

Fan Favourite: at any time after the Bounty hunter's death, you can reveal he's still alive and return him to the field. Re-roll all parts.

RPG: as the guerillas.

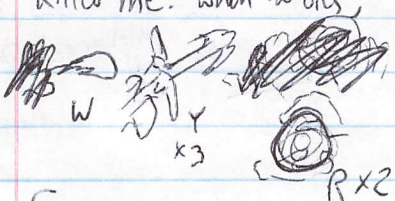
Rocket R
Rifle R
Rope Y
Flamethrower Y
gauntlet w pistols Y

Hekstan

1 1 2 2 3 3
1 1 2 2 3 3
1 1 1 2 2 2

Teleport:
can teleport to a space between any 2 opponent players as his own man-as an action. roll a strike die afterwards. On a body, get a free weak die attack.

Last Words:
At penalty of losing the game then and there, Hekstan's player must exclaim "You've killed me!" when he dies.



DD

1 1 1 2 2 2
2 3 2 3 3 3
1 1 1 2 2 2

Pedestool:
the Dark Druid cannot be killed unless he is crippled first. When he does, You can't roll a strike die on Destroy me!: head or body, he returns to life with all parts at lowest ebb.

Rook

1/1/2/3/3/4
2/2/3/3/4/5
2/3/4/4/5/6

Foundation:
The rook is destroyed by destroy body or legs and crippled by destroy head. headshot does not work. The head may be fixed by a first aid action.

Catapult R Trebuchet R

Arrows Y Boiling water Y

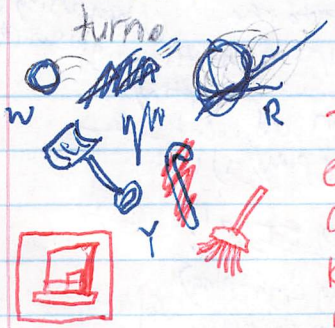
Dead cat w

Burning Coal Y

Snow man

1 1 2 2 33
2 2 2 3 33
2 2 3 3 4 4

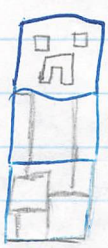
Freeze:
Select an enemy character. He loses his next turn.



Top Hat:
Other players can revive a killed frosty by rolling a hat as an action- he returns @ full health.

Creeper

1 1 1 2 2 2
1 1 + 2 2 2
1 1 1 2 2 2



Xplode: The creeper may choose to explode, killing itself to do damage to all adjacent fighters, location by strike die. Roll his die (the green one) only when self killing. Does not happen when he is killed by somebody else.

When not blowing himself up, use the weak hit die for all attacks. Cannot be disarmed.